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SUMMER 1996

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MAVERICK EDITION

ONE AMIGA

'95/'96

S.W.O.S. EURO '96 FULL REVIEW

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WIN WITH 21st CENTURY

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SUMMER 1996

THOSE EARLY BITS

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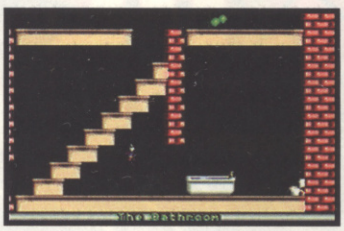
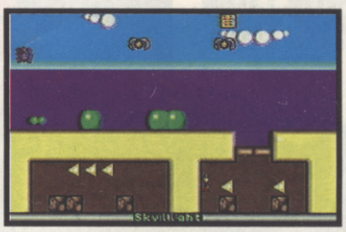
What with our new improved PD section, we bring you a great example of how good PD can be. It's this months cover disc and you can read all about it here.

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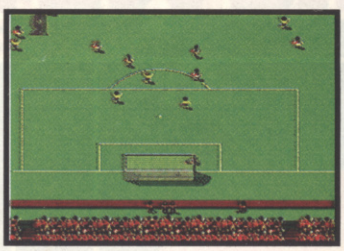
This is another great SWOS game. Released in time to take full advantage of the Euro '96 being hosted in this country, it's as good if not better than anything they've brought us before!



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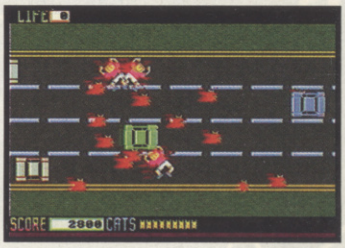
It's another footie management game and it's out on the Amiga from Alternative Software. Will it be any better than those that have come before it?

14 **PD ZONE**
It's new and it's brought to you with the aid of Online PD. We take a look at the latest of the PD and Shareware releases to find their way to our Amigas. Read all about them in the first of this regular feature.



PINBALL COMPETITION

We are giving you the chance to win a copy of Pinball Fantasies, Pinball Illusions, Pinball Mania and Slamtilt. all of these great Pinball games are from 21st Century.
We've got together to offer you the chance to win a set of these four games. We have five sets to give away to the lucky winners who will be announced in a future issue.

However as with all competitions you will have to do something to win these games. What we want is the answer to one very simple question, and here it is.
Pinball Fantasies and Pinball Illusions were both developed by Digital illusion. Pinball Mania was developed by Spider Soft, but who was Slamtilt developed by?

Answer this question correctly and you will have the chance to win a set of these four games for the Amiga. Simple or what, and remember we have five sets to give away. All the correct answers will be put into a hat and five winners will be picked out. The closing date for this competition is the 10th of August 1996.

Your answer should be sent on a postcard complete with your address to;
The One Amiga,
Pinball competition,
16-17 Hollybush Row,
Oxford,
OX1 1JH.

Good luck, before long all the flippers and balls you could possibly want could be yours!

CU

AMIGA MAGAZINE

Presents

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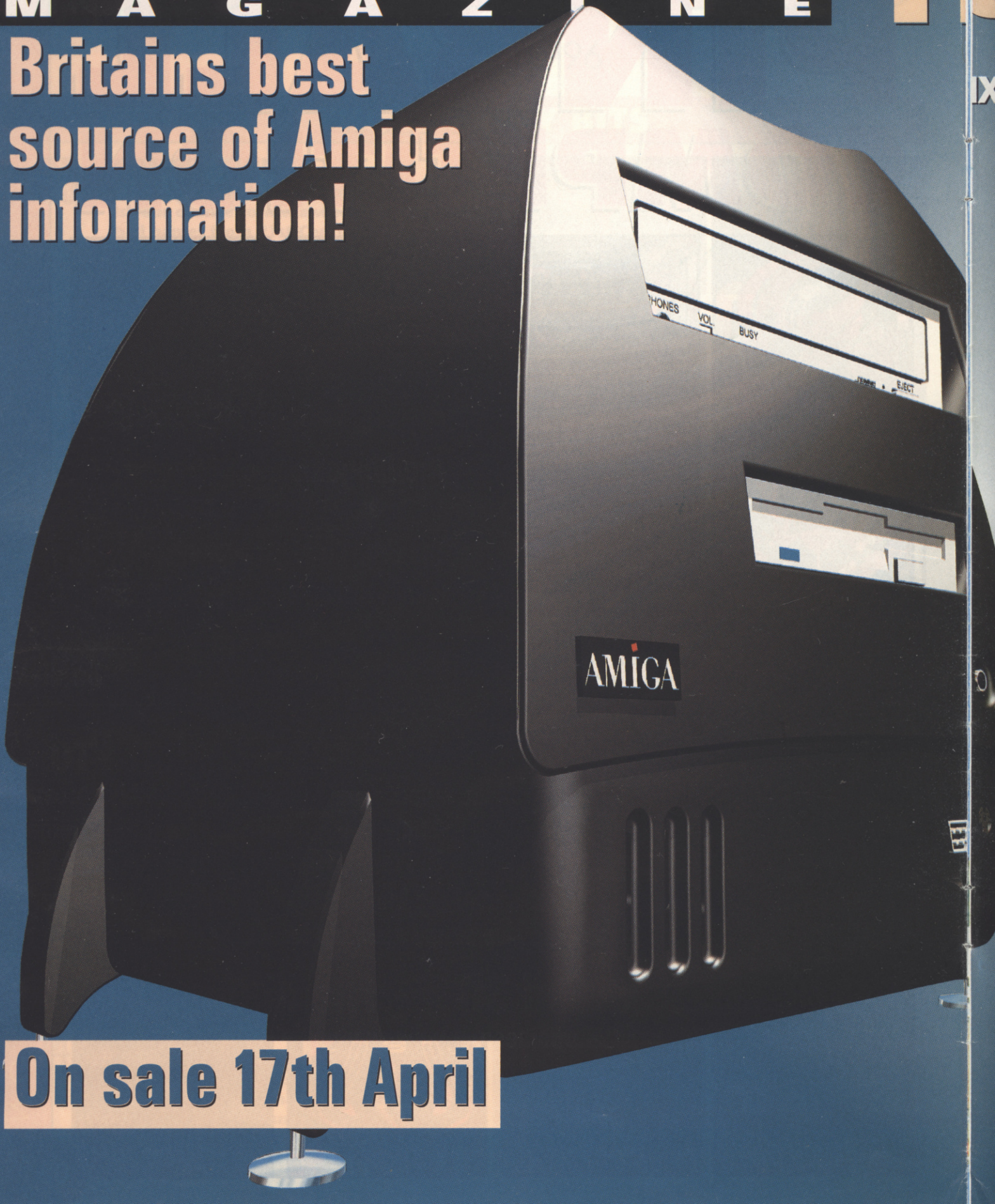
Britains best source of Amiga information!



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Reviewed

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Make sweet music with this incredibly powerful fully functioning program for all Amigas.
Plus: Dominator MIDI sequencer demo
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More exclusive sound samples for music and sound effects!

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An exclusive demo of the Doomesque super game we've all been waiting for!!!

Plus: FREE 96 page guide to Amiga Music and FX

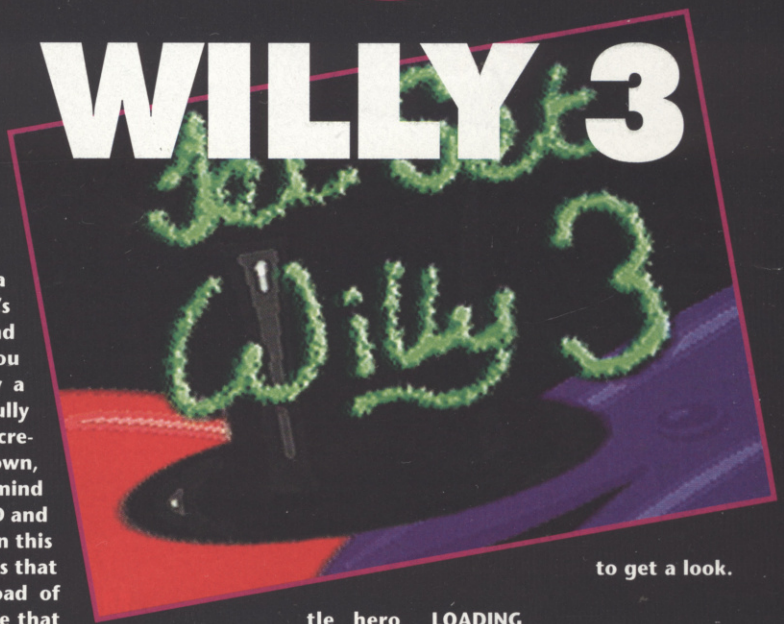
BOOT SECTOR

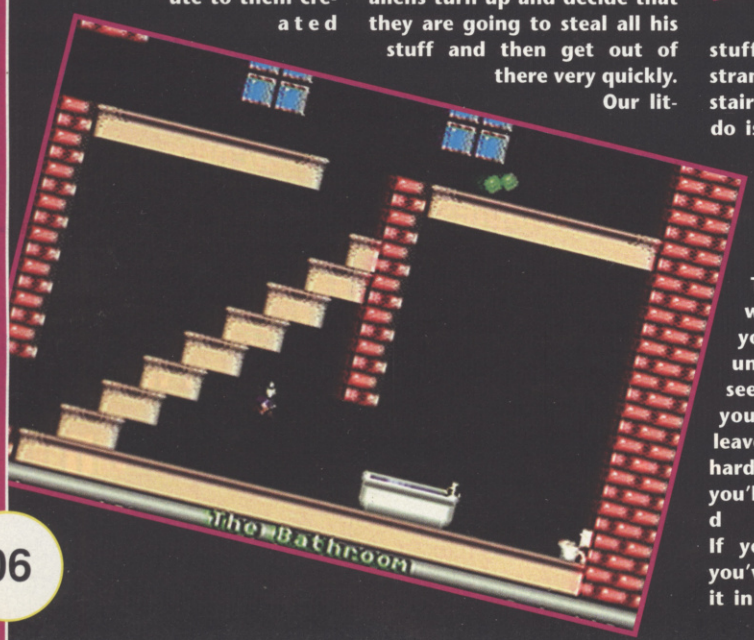
JET SET WILLY 3

JASPER BYRNE

This month we are bringing you a full game that is actually quite old. Is there a reason for this? Well yes. Firstly we have started a great new PD section. This section is run with the help of Online PD who have sent us loads of great PD games to review and this little corker for the cover disk. It's called "Jet Set Willy 3" and is not connected to the original games. It is a tribute to them created by Jasper Byrne. It's a great little game and it's really well presented and just goes to show you what can be created by a non professional. Hopefully this will inspire you to create something of your own, if not it will certainly remind you what the world of PD and share ware is all about. In this game our little hero finds that whilst he is asleep a load of aliens turn up and decide that they are going to steal all his stuff and then get out of there very quickly. Our little hero wakes up to find all his stuff missing and sees a strange room with a strange stair case. All you now have to do is go to this room and up the stair case and decide that you will enter the strange transporter that is located at the top. Then your adventure will start in earnest. you will head of into unknown territories to see if you can discover your stuff. The rest I'll leave to you. It's not to hard to work out. Hopefully you'll find it a lot of fun, we d i d !

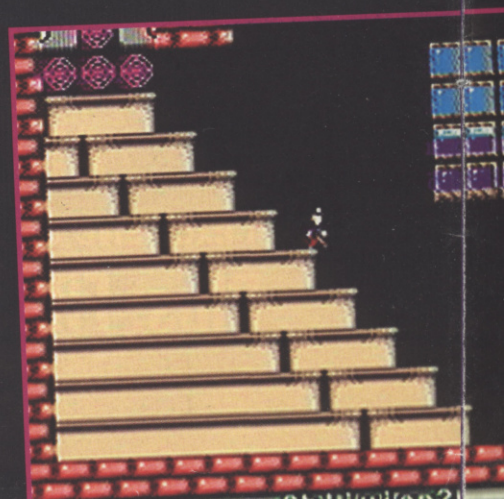
If you have and PD that you've created, please send it in as we are always keen to get a look.

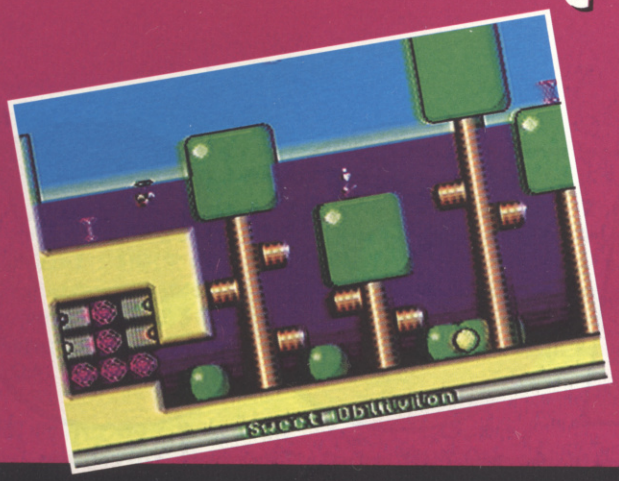


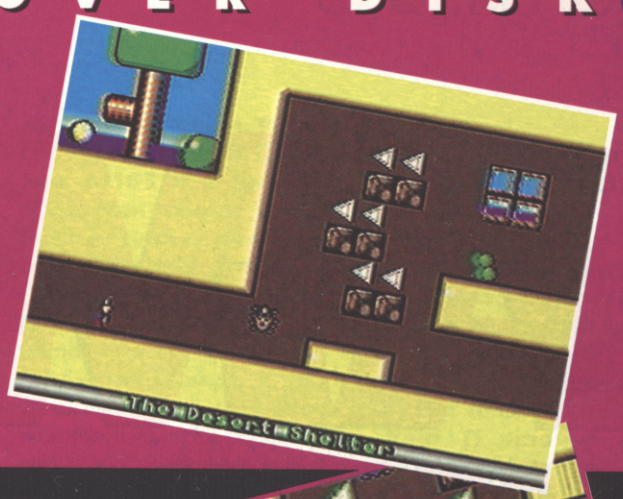


LOADING

This is a rather simplified loading procedure and this month as we have the game all on one disk it's even easier, no insert d i s k







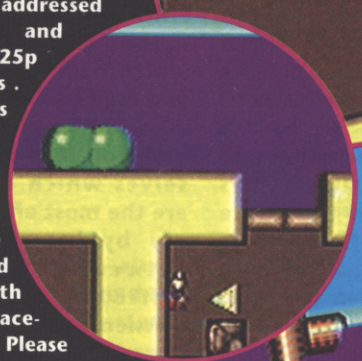
two prompts to follow. All you have to do is stick the disk in it's slot and then wait for the Online folder to come up. In here you will find a list of latest releases, how to order these releases and the game. Easy isn't it?

CONDITIONS

During the production of our cover disc, we constantly check to ensure that the quality of the disc meets our readers requirements. Whilst discs are checked for virus's, may we point out it is the readers responsibility to virus test the product prior to installation. Similarly prior to instalment, you should check the shutter of the disc, to ensure that it has not been damaged in transit. This is best done by gently sliding the shutter to the left and allowing it to spring back. Please note that neither The One Amiga nor Maverick Magazines can be deemed liable for any problem arising from the use of the discs. Installation or running any of the programmes on the disc indicates your agreement to this condition.

TECHNICAL SUPPORT

Problems installing the game? Then ring our technical support line on 0891 715929 (weekdays 10am - 12.30pm, 1.30pm - 4.30pm) who may be able to offer useful installation advice. Calls are charged at 39p per minute cheap rate and 49p at all other times. Please ensure you have the permission of the phone owner before making the call. In the unlikely event your disc is damaged or simply doesn't run please return it to the duplicator, Tib Plc, Tib House, 11 Edward Street, Bradford, BD4 7BH. (who may be contacted on 01274 736990) with a stamped addressed envelope and two 25p stamps. Where it is a duplication fault, the postage will be returned along with the replacement disc. Please note we do not carry stocks of replacement discs and all returns must go to the address above.



AMOS TUTORIAL

This month we'll be taking a look at how much processor time is used by certain AMOS commands and functions. For instance, do you know that the command "Screen Swap" uses more processor time when compiled using the AMOS classic compiler, as opposed to the AMOS Pro compiler? NO? well you should.

NOTE: When we mention the execution speed of a command/funtion, we are making reference to the speed of compiled code on an unexpanded A1200, widely regarded as the base Amiga machine nowadays. Whether you are an AMOS rookie or a veteran, there is always room for improvement. AMOS is full of commands and functions which are designed to make your life easy. Unfortunately, most of them execute at a snails pace. For example, when writing a score routine, most AMOS coders tend to use a variable called "SCORE". To display the score on screen they use;-

Print SCORE

Not only is the command "Print" slow, it displays your score in the same amount of bitplanes as your status panel. So, on a 32 colour screen it's actually printed 5 times!! (5 bitplanes=32 colours). The way we at SOMA improve on this is by using icons. This approach allows us to blit our digits to one or more bitplanes, regardless of how many are used in the status panel screen. Enter the "F 16 Icon" command which is included in the Turbo_Plus extension by Manuel Andre. If you still haven't got this extension then do so NOW. We are not going to explain the workings of score routines here but we will cover this subject in future. The example serves to point out that there are several methods which can be used to achieve the same result. Some are more efficient than others. Well how do I go about finding out which commands are efficient and which commands aren't? you may be thinking. Well type in Example 1, run it, and you'll see for yourselves which commands are the most efficient, simply by inserting them between the "Doke $dff180,$xxx" commands.

When assessing the efficiency of these commands, it is important that you compile your program BEFORE deciding on their efficiency. This is because certain inefficient commands (e.g. dimensioned arrays) can look comparatively efficient when uncompiled, but when compiled, their true sluggish nature comes to light.

When comparing the execution speed of the following commands, we will measure them in terms of "scanlines used". You have 312 scanlines of processor time available during 1 Wait Vbl (1/50second). When you overstep this mark, your game will begin to jitter and slow down. This, more often than not, is an unwanted trademark of AMOS software, although it's generally just bad programming and will get you no matter which language you use. Stick with us, and we'll show you how to make the "jitterbug" a thing of the past!.

Example.1

```
Rem **This listing requires the AMOS Turbo Plus Extension or the
turbo extension**

If Length(15)=0 Then Reserve As Data 15,$FF : Rem RESERVE SOME MEMORY Dim SID(3) : Cls 0

BANK15=Start(15) : Rem pass bank 15 address into a variable LOP:
Wait Vbl

Vbl Wait 80 : Rem wait for processor line 80
Doke $DFF180,$8 : Rem Change Colour 00 to deep
```

THE NEED

```
blue
SID(0)=1 : SID(1)=1 : SID(2)=1 : SID(3)=1 : Rem measure the processor time SID(0)=1 : SID(1)=1 : SID(2)=1 : SID(3)=1 : Rem for 8 array variables
Doke $DFF180,$0 : Rem change Colour 00 back to black

Vbl Wait 100 : Rem wait for processor line 100
Doke $DFF180,$44F SID0=1 : SID1=1 : SID2=1 : SID3=1 : Rem measure the processor time SID0=1 : SID1=1 : SID2=1 : SID3=1 : Rem for 8 normal variables Doke $DFF180,$0 : Rem change Colour 00 back to black

Vbl Wait 140 : Rem wait for processor line 140
Doke $DFF180,$80 : Rem Change Colour 00 to Deep Green
A=Peek(Start(15)+C) : Rem measure the processor time
A=Peek(Start(15)+C) : Rem for 6 "peek start(15)+C"
A=Peek(Start(15)+C) : A=Peek(Start(15)+C)
A=Peek(Start(15)+C) : A=Peek(Start(15)+C)
Doke $DFF180,$0 : Rem change Colour 00 back to black

Vbl Wait 170 : Rem wait for processor line 170
Doke $DFF180,$4F4 : Rem Change Colour 00 to light green
A=Peek(BANK15+C) : Rem measure the processor time
A=Peek(BANK15+C) : Rem for 6 "peek start(15)+C"
A=Peek(BANK15+C) : A=Peek(BANK15+C)
A=Peek(BANK15+C) : A=Peek(BANK15+C)
Doke $DFF180,$0 : Rem change Colour 00 back to black

Vbl Wait 200 : Rem wait for processor line 200
Doke $DFF180,$800 : Rem Change Colour 00 to Deep Red
X=X+4 : X=X+4 : Rem measure the processor time
X=X+4 : X=X+4 : Rem for 8 "X=X+4"
X=X+4 : X=X+4
X=X+4 : X=X+4
Doke $DFF180,$0 : Rem change Colour 00 back to black

Vbl Wait 220 : Rem wait for processor line 220
'Vbl Wait 120 : Rem Insert this line for a processor Overun
Doke $DFF180,$F66 : Rem Change Colour 00 to pink
Add X,4 : Add X,4 : Rem measure the processor time
Add X,4 : Add X,4 : Rem for 8 "Add x,4"
Add X,4 : Add X,4
Add X,4 : Add X,4
Doke $DFF180,$0 : Rem change Colour 00 back to black
Goto LOP
```

Feel free to experiment with other commands and functions. For instance, check out how much processor time it takes to use any of the string functions and compare it to poke-ing into memory banks. Reading data could also be compared with peek-ing data out of a memory bank. At SOMA we use this method because it is as close to table reading in assembly language as AMOS can get, thus, improving the data handling flexibility.

To understand the measurements, all you need to know is the larger the bar of colour, the more processor time being used. Please test this with AMOS Classic and AMOS Pro uncompiled. Then compile it with both packages and take note of the time difference (as mentioned earlier with the "Screen Swap" command)

Having run Example 1. you should have noticed that when you run the program compiled with AMOS Pro Compiler, it uses LESS processor time than the SAME program compiled with AMOS Classic?. This is due to the improved programming used in the Pro compiler, but this speed comes at a potentially expensive cost if you are a games programmer. Those of you who know how to use the 'A=execall(-132)' and 'A=execall(-138)' commands should know that they disable multitasking.

When using the AMOS Classic Compiler, shutting down the multitasking will gain you about 80 scanlines of processor time. This is due to the multitasking staying disabled until YOU decide to re-enable it. Unfortunately, the same cannot be said of AMOSPro and its Compiler.

This time the multitasking will stay disabled for about 1/4 of a second then enable itself for 1 vbl, then stay disabled for 1/4 second etc. Type in Example.2 for a demonstration of this.

Example.2:

```
Cls 0
'Set Amos Pri 50 : Insert for an improvement (Craft Extension Required)
A=Execall(-132) : Rem Switch M.Tasking Off
LOP:
Wait Vbl
For L=0 To 300 : Next L : Rem Waste A Little Processor Time
Doke $DFF180,$F
For L=0 To 10 : Next L : Rem Waste Proc Time (change 10 to 100 for a larger blue line) If Joy(0)=16 Then A=Execall(-138) :Set Amos Pri 0 : Edit : Rem if Imouse key pressed switch tasking on
Doke $DFF180,$0 Goto LOP
```

Notice how the thin blue line stays in roughly the same place when using AMOS Classic?. Try it with AMOSPro and you will see that it has a sorte down the screen every 15 vbls(Approx). By inserting the "Set Amos Pri 50" line, you can regain a little of the lost time, but you still lose about 35 scanlines. However, this 35 scanlines are more than recouped by the quicker execution speed provided by the AMOS Pro Compiler.

For more information about AMOS coding, Soma Soft's utils or if you wish to send us something for review, you can write to us at the following address:

Alan Benson,
Soma Sofware,
176 Haslewood Drive,
Leeds 9,
W Yorks,
LS9 7RE

Please include a SAE and a disk if you want a reply.

Modem users can leave personal mail for me (Alan Benson) at:
ISO's AMIGA BBS. Tel (0113) 263 6974 9pm - 7am

The future for AMOS looks bright, very bright, or is it the sun in my eyes?. Until next month!.

FOR SPEED

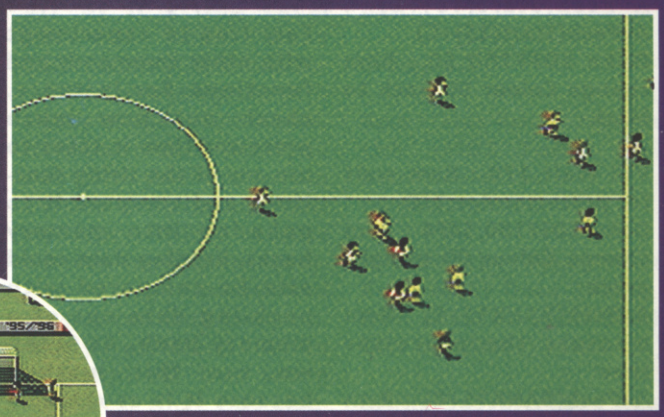
SENSIBLE WORLD O
EURO '96 EDITION

Let's face it, SWOS is one of the finest football games of all time. It may not have the finest graphics you've ever seen, but the gameplay is simply excellent, and that's what counts.

It is a game that has risen to great heights in the past, selling more copies than you can shake a stick at. So then what's going on here with the latest version.

Well as you might or might not know, this Summer sees good old England host Euro' '96. This is the European Football cup that takes place every four years. Well it seems that we in England are already starting to feel the fever that accompanies these events, apparently all the tickets are sold out already, there is it seems a lot of people who are going to spend time watching Europe's best do battle on the football pitch this Summer. To accompany this, there will of course be all sorts of spin offs and commercial possibilities. This of course has been realised in the computer world as well as in any other market. What's the result, well a load of footie games of course.

The PC and the Amiga are both to get a revamped SWOS. This is the European Championship Edition. I have to say first off, the Amiga version is as far as I'm concerned, better than the PC ver-



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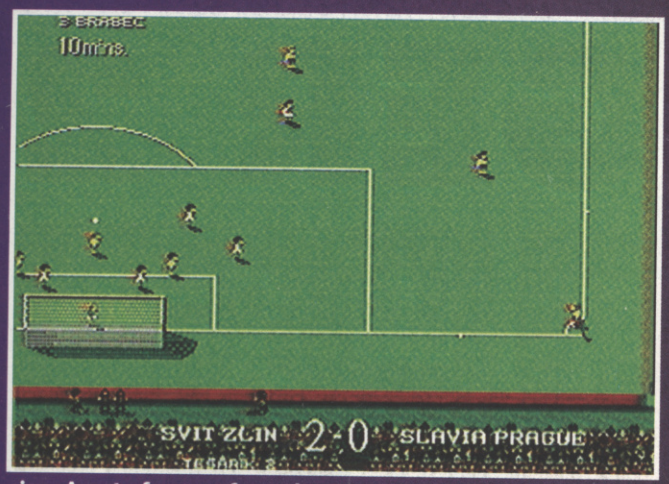
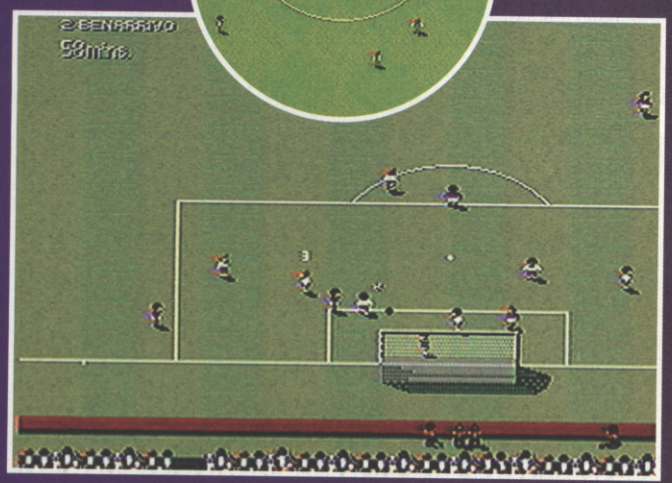
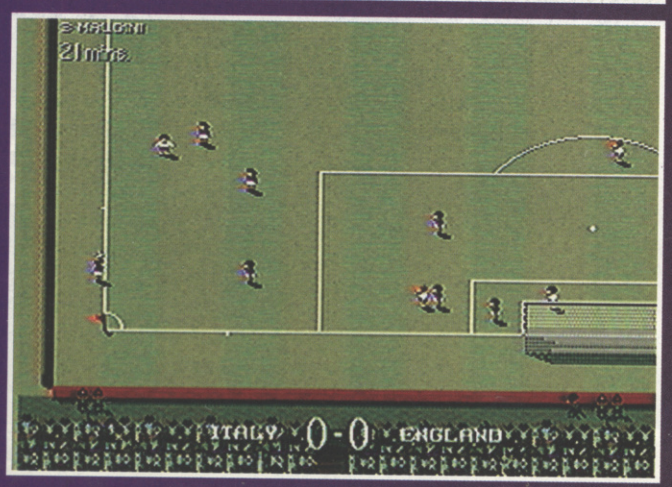


sion. Apart of course from the fancy front end stuff i.e. all the SWOS crew playing football, or should I say Soccer. There are also some rendered graphics. It's all rather comical, and apparently is the "dash of humour" that we all expect from the SWOS games. So where's this "dash of humour" in the Amiga version? Oh well, I'd still say that the game was better. We do get the same music as the PC version, and to be quite honest, it's a bit impressive for our not so mighty machines.





THE VERDICT

So what's it like? well it is just as good as you expect a SWOS game to be, perhaps better! The first thing one of my colleagues said when they saw it was "well it's just like good old SWOS only with more stuff and better looking!" That just about sums it up! If I only had one line to review it in then it would be that quote. However, I've got two pages and a load of screen shots, so I think I better just tell you a bit more about it.

SWOS has just about every team you can possibly think of in it. Believe it or not there are over twenty six thousand players! Yes, if you want to play in some strange foreign third division team, you can. There are more teams than you can shake a big fat fish at. It features almost every professional team in the world! There are 146, preset competitions and the chance to create your own DIY competitions! No wonder this game took a while to load. As you can see the game is huge, it has everything you could possibly want apart from something to make you the tea at half time!

The method of play is as simple and yet as comprehensive as ever. The simple one button controls that allow you to achieve great tackling, heading, passing , interception, distribution, power, ball control, speed and goalkeeping. It is slightly better, yes, this version of SWOS is the best football game that the Amiga has seen. It's complicated where it ought to be and simple where it needs to be.

A500 / 600

Publisher : Warner Interactive
Developer : Renegade/Sensible

£19.99 Out Now

Hard Disk Installable

Mouse and Joystick

Memory 1MB | Disks 2

GRAPHICS 88%

SOUND 91%

PLAYABILITY 92%

LASTABILITY 90%

OVERALL 91%

A1200 — There isn't a specific A1200 title, but this A500 version runs suprisingly well.

CD32 — With the CD32 such a bag of shite, it seems unlikely doesn't it?

TRACKSUIT MANAGER 2

Not only is this another football game, but it's another football management sim! It seems that the Amiga has become a dumping ground for football management sims.

There are more of them than I for one can deal with. We even spent an issue going through a few of them only to discover that on the whole they are sadly lacking! So is this one any different. Well it came out a while back and has already been reviewed in some of the other Amiga mags, and hasn't done all that well on the score front. How will it do in this review? Well read on.

Well apart from the fact that this game takes some sort of incredible time to load, it is kind of OK. What is strangest of all is the fact that it seems to have some kind of surreal connection to fizzy Chewits? Even in the managers office there is a strange object on the disc that appears as if it is a strange almost chewit shaped packet.

Funnily enough this seems to be exactly what it is. click on it and you will be treated to a great advert for fizzy chewits. Indeed this fizzy chewit logo seems to appear all over the place in the back ground!

The main problem with the game is the fact that the transfer lists are not going to be all that up to date. The game is quite old now having been out for a good few months and this means that the season is over and next season things are going to be different. There is some promise of a data disc of

BOURNEMOUTH	V	DONCASTER R
BRADFORD C	V	CHESTERFIELD
BURY	V	LEYTON O
CAMBRIDGE U	V	STOCKPORT C
CARLISLE	V	BRIGHTON
COLCHESTER U	V	SCUNTHORPE U
CREWE	V	BRENTFORD
FULHAM	V	SHREWSBURY

TOTTENHAM H STAFF
MANAGER BOB BOB
AGE: 55 YEARS CHARACTER: IMPULSIVE
BOARD 50% REPUTATION: UNKNOWN
TEAM COACH ROGER CROSS
AGE: 44 CHARACTER: ASSURED ABILITY: V GOOD
CLUB PHYSIO ALAN FLITCROFT
AGE: 43 CHARACTER: ASSURED ABILITY: GOOD
LEAGUE SCOUT WAYNE RUDDOCK
AGE: 50 CHARACTER: CONSIDERATE ABILITY: V GOOD
LEAGUE SCOUT LEE GOUGH
AGE: 51 CHARACTER: EASY GOING ABILITY: GOOD
LEAGUE SCOUT MARCUS HENRY
AGE: 51 CHARACTER: UNSELFISH ABILITY: GOOD
YOUTH SCOUT ALEX HARPER
AGE: 51 CHARACTER: SURE ABILITY: V GOOD
SACK
EXIT

some sort to keep all the stats up to date. Will this however cost loads of money to buy? Well only time will truly tell.

Tracksuit Manager 2 is not the best game I've ever played. I found it stodgy, slow and rather infuriating at times. It does however have a lot of comprehensive options that you can take advantage of to really make the most of managing a top football team. However, it is not mind blowing, and somehow it fails to provide the excitement that running a team should cause.

THE VERDICT

I'll be honest with you, the game is fairly similar to the original, and it's still as confusing. It's fine once you know what you're doing but getting there takes some time. Also the instructions are far from comprehensive. Despite all this there is a fair bit of information in the game and indeed a fair few options. It is possible to play two player games as well as a simple one player game.

The game is run from an office and the controls are simple point and click. There are loads of icons that can be clicked including the rather useful pack of fizzy chewits! The icons allow you to get to all of the aspects of the game from sending out scouts to trying to loan top players of premiere league clubs. There are friendly games to be played and cup competitions to be entered. Transfer players, sort out your stats, change the date with the date icon, read the headlines with your paper icon. It's endless!

This is not the simplest management game I've ever played, neither is it the most comprehensive. For the Amiga it is pretty good, however there are drawbacks. It isn't very user friendly, the presentation still makes things over complicated. The actual playing of the game is pretty disappointing with two geezers sitting in a room with the odd corny voice bubble appearing to give you some idea of what's going on, and it goes on for ever if you let it!

A1200

Publisher : Alternative
Developer : In House

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Hard Disk Installable

Mouse and Joystick

Memory 2MB | Disks 3

GRAPHICS 58%

SOUND 78%

PLAYABILITY 80%

LASTABILITY 81%

OVERALL 78%

CD32

No, No, No, No, No. How many times must I tell you? It's dead, Dead, DEAD!!!

A500 / 600

I'm afraid that your A500/600 is now almost as finisheed as the CD32. Sorry.

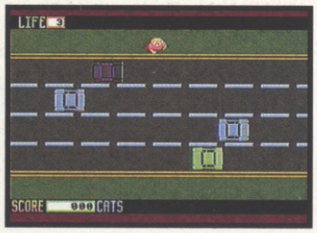
PD ZONE

As you may well have noticed, new games on the Amiga are becoming rarer than popular Tory minister. In our search for new games we have decided that it was time we took a real look into the world of PD. We've got an AMOS section to help you out on the programming front, now you can see and share some of the products of this hard work.

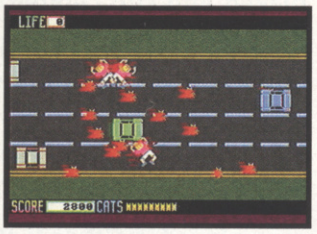
This column is being brought to you with the help of Online PD. They are supplying us with all the games that we are reviewing and even this months cover disc that will give you an insight into the world of PD and just what you can get at bargain basement prices, and what you can do if you try! All the information on the latest releases is on the cover disc and how to order it from Online PD. Here are a few reviews of what's around at the moment;

SUPER CHICKEN RUN

This is a total demonstration of how a simple game can be fun. If you'd created it you would be very proud. Essentially all you have to do is leg it across the road in true frogger style, avoiding all the oncoming traffic.



You have to collect these little golden cats at the same time. Simple fun and very cheap. This is an area where the Amiga will survive for ever. It was written by C McPhee.

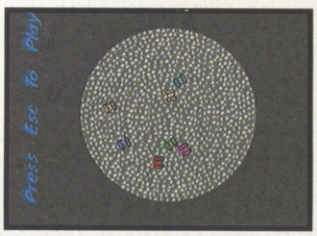


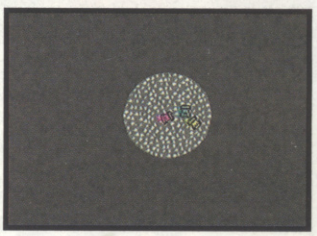
BREED '96

This is created by Damian Tarnawsky. It is actually really very good indeed. This demonstrates how far it is possible to go. You are creating a new colony and it's a lot of fun. This is rather like sim city. It is infact one of the finest God sims around! You are in the distant future and you have a race of people to look after from day one. There are food providers, housing and goodness knows what else to provide. Eventually you start to get into diplomatic and trading relations with other planets. You can even go to war in an attempt to build up some sort of intergalactic empire! It's great. Simple to use and very enjoyable. It has all the great aspects that you want from far superior games and comes close to really rivalling the big boys! If I were you I'd get in touch with Online PD right now and get hold of a copy!

KNOCKOUT

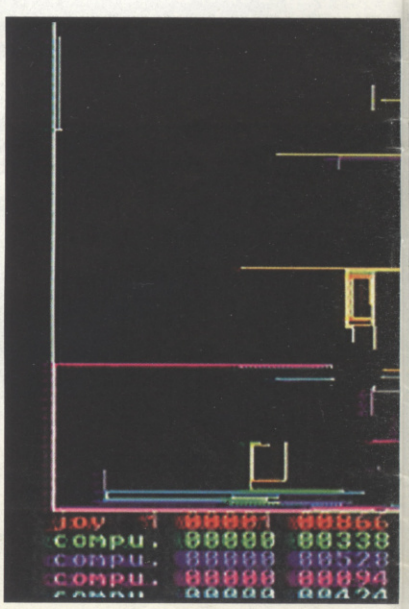
This is dead simple and more in the vain of traditional PD games. It looks simple and it plays simply. It is however quite surprisingly addictive. All you have to do is drive around an ever decreasing circle and then knock all the other cars of first! If this is boring you can try your luck at controlling two cars. This is a surprisingly good! It's written by Ben Wyatt.

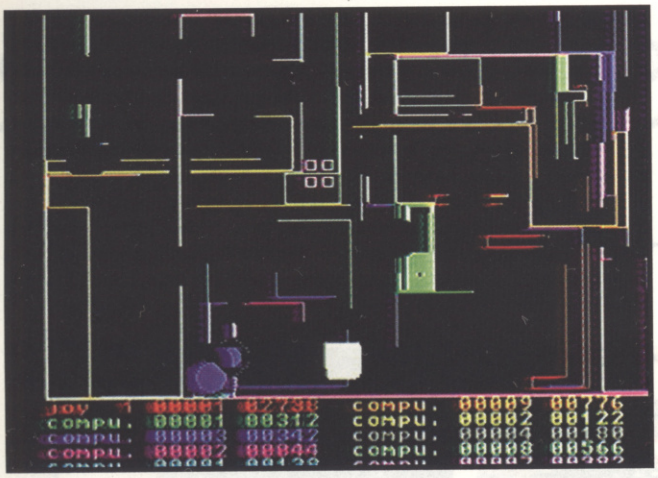




MEGA TRON

Mega Tron is written by Chris Hodges. It is infact Shareware.



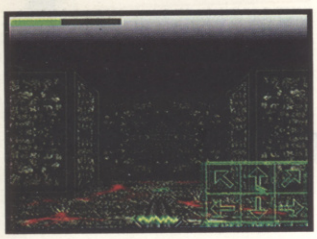


This is like the film Tron where you have to kill the opponents by driving them into the wall. You have three weapons to help you out of a possible nine. You need to stay alive to earn the money to buy the weapons! Simple? Not at all! Up to seven players can play this game. Again it's very simple to look at but plays really very well indeed. It does deserve some attention despite it's lack of good looks.

FEVER

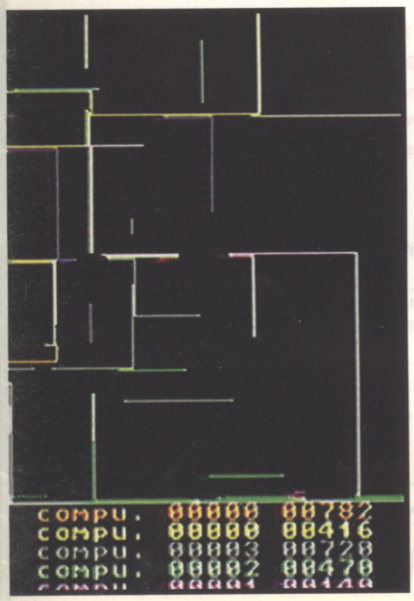
Now we are really talking. This is something very serious indeed. It is a kind of RPG Doom clone. It's a lot of fun and we played it for quite a while. The main problem is the fact that the movement controls are set to one side. You have to use the mouse to click onto the direction that you want to go.

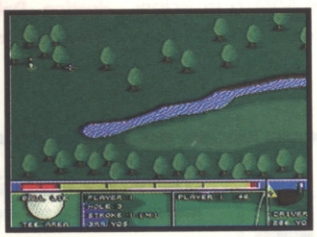
This is rather annoying as it means that when you do come up against a rather nasty looking monster you find that you have to quickly move the mouse to the main screen to actually use one of the weapons at your disposal. The game is a bit awkward, but is yet to be finished!

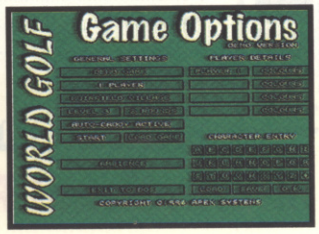


WORLD GOLF DEMO

The real World Golf will only cost you £14.99. This is a demo that is only 60% finished so it should be pretty good. Shareware or PD is a good way to get hold of demos of as yet unfinished games. This is really very good. It's not exactly Virtual Golf, it is however a lot of fun and has all the features that you could want from a game of golf. There are all the clubs you could want and the power is fully adjustable so you can wack the ball as far or as close as you like. The holes have bunkers and lakes and trees to get in the way, and if you don't take your shot quickly enough the little golfer will chuck his club around and go into a sulk. Nice touch!







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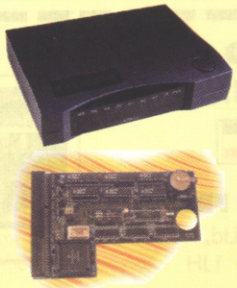

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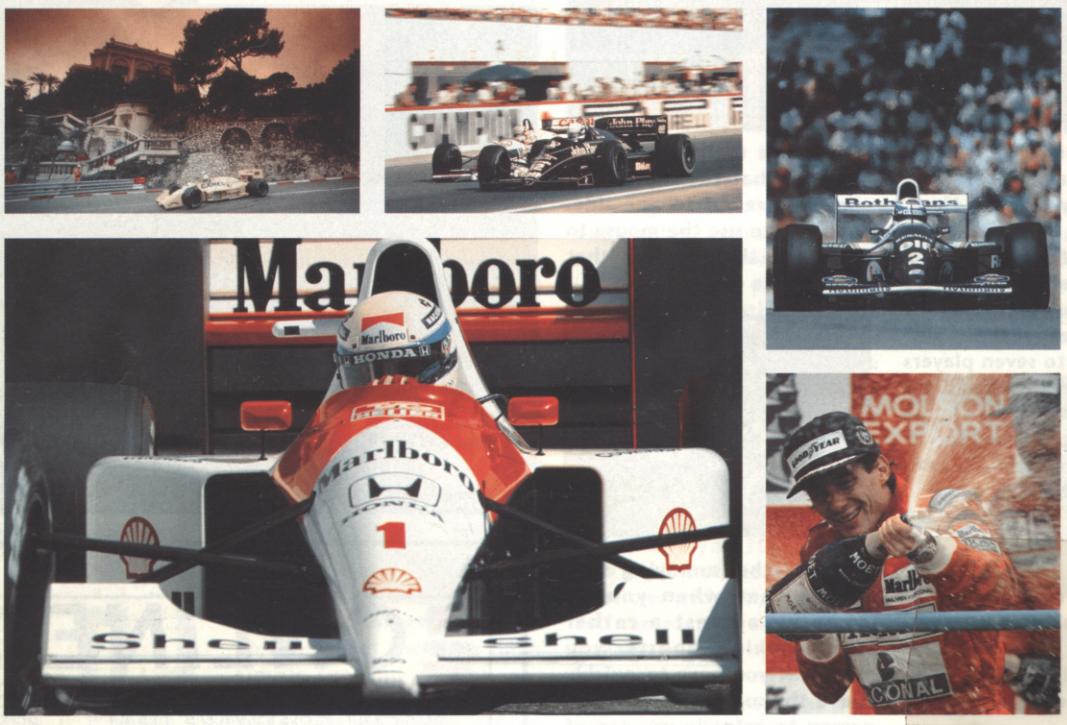

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